

ABSTRACT

A gaming machine has at least one video screen, but preferably three. One screen displays a primary game and the other two screens preferably display pay tables, a secondary game, or artwork related to the primary and/or secondary game. The content of the video screens is reconfigurable. The content may be downloaded over a network connecting a plurality of gaming machines to a central computer or the content of several different games may be stored locally within the gaming machine.

T08260" E8279660